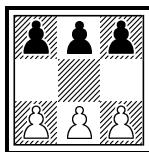


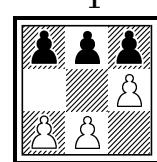
Machine Plays White

1

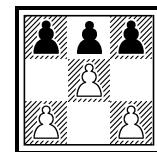
3 moves



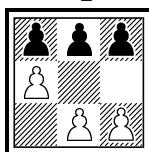
*1



*1

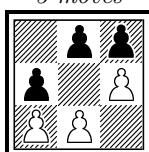


*1

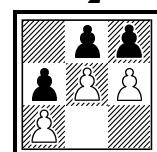


2

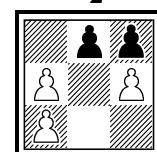
3 moves



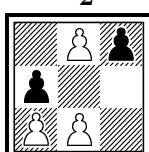
*2



*2

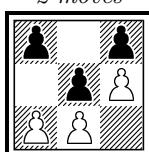


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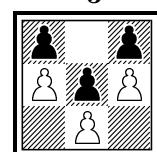


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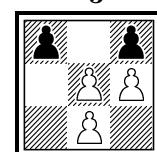
2 moves

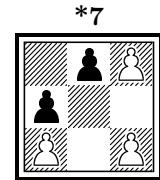
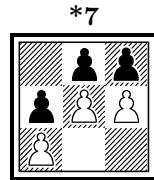
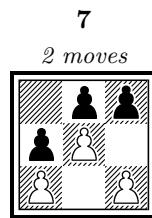
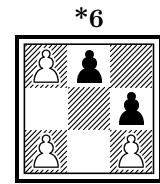
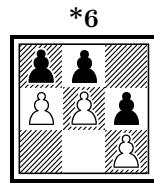
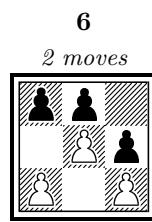
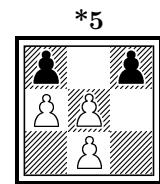
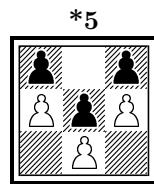
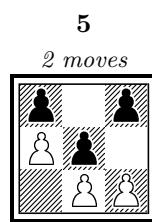
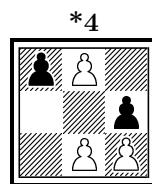
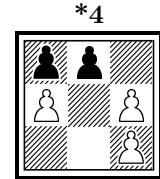
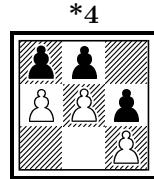
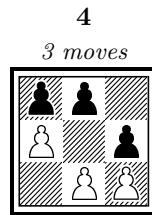


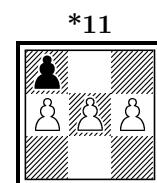
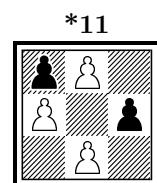
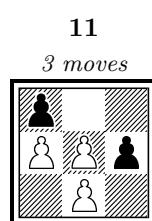
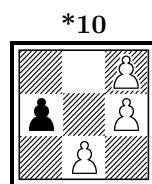
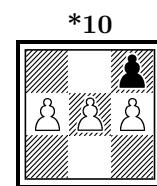
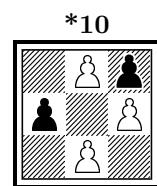
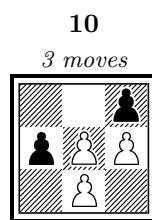
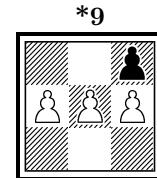
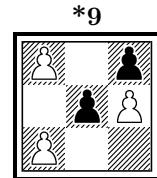
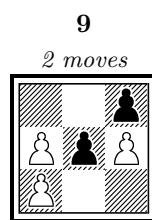
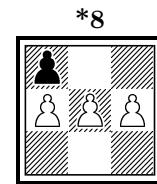
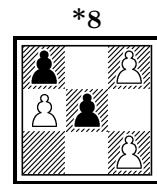
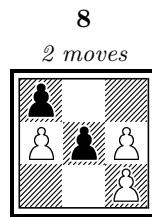
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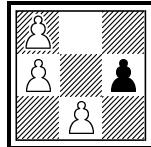
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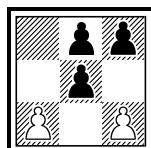


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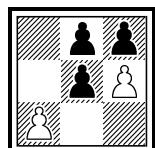


12

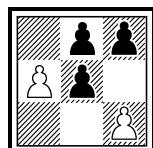
4 moves



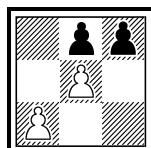
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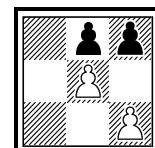
*12



*12

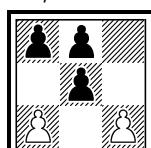


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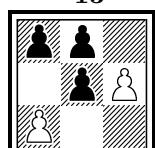


13

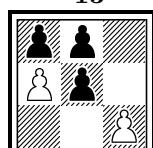
4 moves



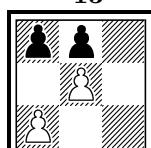
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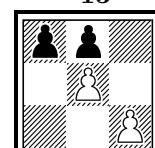
*13



*13

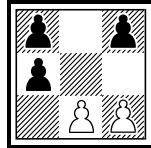


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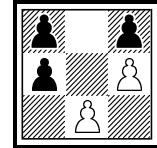


14

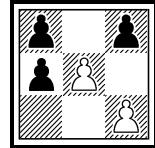
3 moves



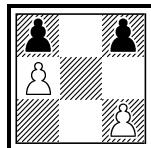
***14**



***14**

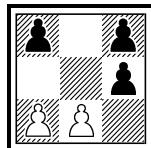


***14**

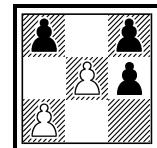


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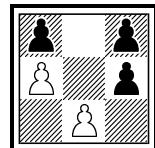
3 moves



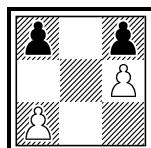
***15**



***15**

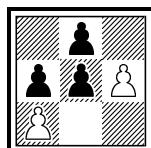


***15**



16

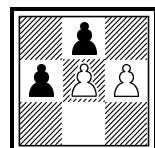
3 moves



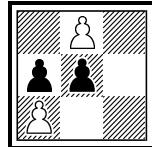
***16**



***16**

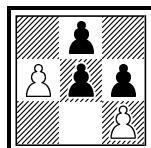


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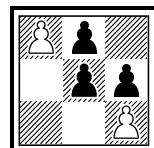


17

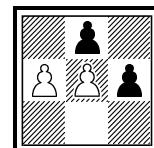
3 moves



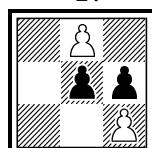
*17



*17

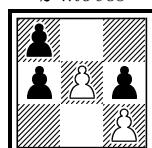


*17

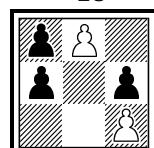


18

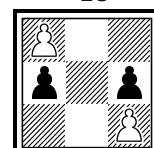
2 moves



*18

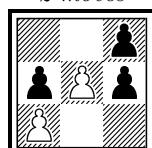


*18

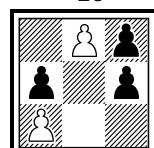


19

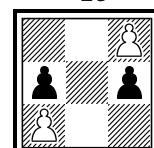
2 moves



*19

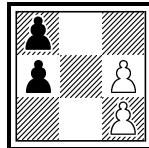


*19



20

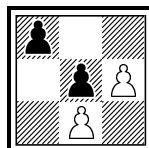
1 moves



***20**

21

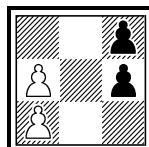
1 moves



***21**

22

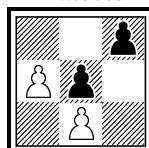
1 moves



***22**

23

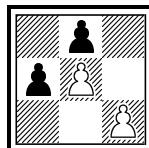
1 moves



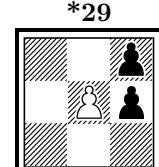
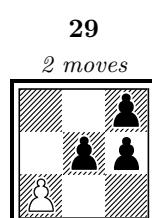
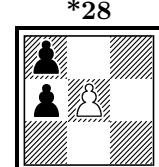
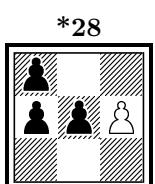
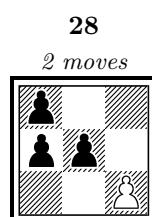
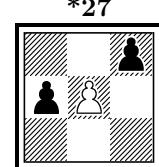
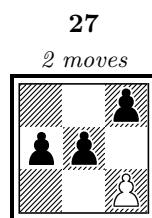
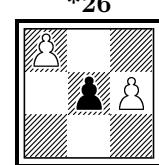
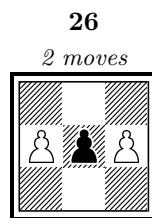
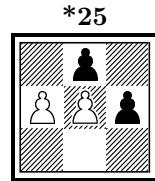
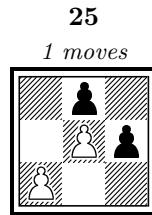
***23**

24

1 moves

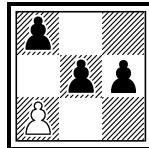


***24**

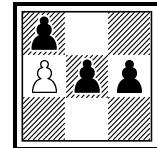


30

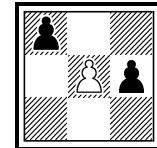
2 moves



***30**

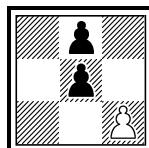


***30**

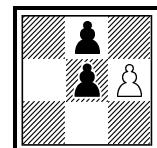


31

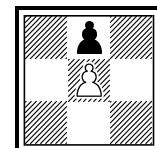
2 moves



***31**

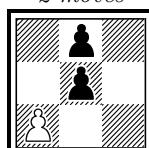


***31**

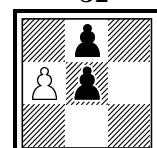


32

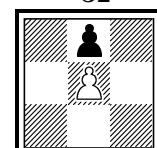
2 moves



***32**

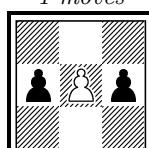


***32**



33

1 moves



***33**

